

LEXIS

FOR THE ATARI LYNX

Thought you had those falling brick puzzles beat? Wait until you try a new twist - *Lexis* for the Atari Lynx! There are plenty of options to choose from: multiple play modes, difficulty level, and even an electronic dictionary containing over 20,000 words!

Getting Started:

1. Insert your *Lexis* cartridge in your Lynx, with the label side facing the Lynx.
2. Turn on the machine. The Atari logo appears.
3. Wait a moment, and the introduction screen appears. Press A or B to advance to the *Lexis* main menu.
4. Choose your options, and select "Play *Lexis*" to start your game.

The premise behind *Lexis* is simple - spell words! Specifically, 3-11 letter words, and lots of them. The more words you spell, and the quicker you spell them, the better you will score. *Lexis* consists of 3 different game types.

STANDARD	The STANDARD game is simple: spell as many words as you can before the page (your word) fills with letters. Spell large words for a higher score.
PAGES	The PAGES game has 40 pages or levels, and each level has a unique goal to clear the page. The different goals are: <ul style="list-style-type: none"> * Word: spell a certain number of words * Horizontal: spell words horizontally * Vertical: spell words vertically * Forward: spell words horizontally from left to right * Backward: spell words horizontally from right to left * Letter: spell as many words as you can from 15 letters * Timer: spell as many words as you can in 30 seconds
CHALLENGE	The CHALLENGE game has 7 different skill levels. In each game you will have a different number of random letters. The object of the challenge is to spell a word with one letter on the bottom as quickly as possible. The letter you need to spell a word with is highlighted and your goal is to spell a word in the shortest amount of time. Don't worry about spelling large words, speed is the goal here.

How To Play Levels

The active letter will appear at the top of the screen. Press **LEFT** or **RIGHT** on the keypad to move the active letter left and right as it slides down the page. Press down on the keypad to drop the active letter to the bottom of the page on top of any letters that are currently there.

Also at the top of the page is a preview of the next letter. This letter will be the next letter to slide down the page when the active letter is set on the bottom of the page.

As you spell words, they will appear on the left page of the letter book. The total number of words that have been spelled are displayed at the top of the page. The current Skill Level is displayed at the bottom of the page.

Words can be spelled in any direction, left to right, right to left, top to bottom and bottom to top.

When you spell a word or words, they will glow red, and then fade away. Any letters that were above the words that disappear will slide down to fill in any gaps. If new words are subsequently spelled, they, too, will glow and disappear.

Each set of words that you spell is worth a different number of points. Your current score is displayed at the bottom of the page. 3 letter words are worth 30 points. For each additional letter you add to the length of a word, the score

double for the word. For example, a 4 letter word is worth 100 points, a 5 letter word 200 points all the way up to an 11 letter word-which is worth 12,000 points. Therefore the bigger the word you spell, the more points you score.

As well as the points scored for each word you spell, there is also a bonus multiplier. Let's say you spell the word "BAND".

- you score 100 points for "BAND"
- you score 50 points for "AND"
- you score 50 points for "BAND" (remember backwards counts)

This gives you a total of 200 points and 2 words. Your score for spelling the word is $1 \times 200 = 200$ points. The bonus multiplier can be as high as 9. Also, if you spell a word and then letters slide down and spell new words, the bonus multiplier from the first word or words spelled is carried over to the second set of words spelled. So if you spell 2 words, the letters slide down and 2 more words are spelled, the bonus multiplier would be 4.

Press **OPTION 1** while playing the game to display the Lexis dictionary.

Setup Page

Game Type: select Standard, Pagan, or Challenge game type

Drop Wells: Determine where new letters will be placed at the top of the screen. Checkboxes of letters will be covered, 2 indicates random placement

Word Rating: Starting skill rating. For every 10 words you spell, the rating will automatically increase by 1 during the game. Ranges from 1 to 20

Return: Return to the Table of Contents screen.

Hints

Try spelling different words that describe objects you might hope to find. Certain words can have interesting effects, such as allowing you to skip words of certain lengths.

Try solving all 15 levels in the Pagan game for a special bonus!

Credits

Several individuals have contributed significantly in order to get Lexis published on the Lexis. They are:

Dave Doss of Blacksworld, Inc. -- Game designer and developer

Carl Nathan of Ringgold Productions -- Publisher and manuscript/design

Todd Tyson -- Hardware designer and supplier

**** NEW GAMES ****

Cystal Mines II: Buried Treasure – The exciting expansion to the amazing Lynx game that allows you to create and play new levels on your very own Lynx!

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Fear – the ball and paddle classic that started it all, now for the Atom Lynx! Includes adjustable difficulty, multi-ball, and solo or 2-player play (no comlynx cable needed!)

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